
Work History

Software Engineer, Intern **Capital One** **June 2020 – Current**

- Increased developers' time efficiency and reduced wait for feedback from a Product Enrollment app used by millions of customers by designing and implementing an automated test suite that replaced the existing manual process.
- Lowered number of developer oversights and allowed for more thorough UI testing of a Forgot Password app by fully automating the front-end test process.

Software Engineer, Intern **Battelle** **Jan 2020 – May 2020**

- Collaborated directly with customers to implement requested features in a web-based data management platform that gave lead poisoning prevention programs a repository for blood lead data.
- Enhanced current and created new data visualizations to better analyze the output of a tool that determined the importance of further research into various hazards to prepare for chemical warfare.

Undergraduate Grader **Ohio State University** **Sep 2018 – Dec 2019**

- Provided extensive feedback on the readability and maintainability of students' code.
- Broke down and explained concepts in different ways to better suit different students' learning styles.

Accomplishments

3rd Place, Microsoft Challenge **HackOHI/O 2019** **Nov 2019**

- Competed against more than 15 teams developing an app using Azure Cognitive Services.
- Created a Flask web app that lets users upload images and see which will succeed on social media.
- Used the Azure API, Reddit API, and computer vision techniques to compare user images to popular images online and find similarities to discover which user images will garner the most attention on social media.
- Finished in the 75th percentile of the entire hackathon (40+ teams) with a score of 38, five points above average.

1st Place, Innovation **FEH Robot Competition** **April 2017**

- Competed against more than 20 teams creating a robot that would race others in an obstacle course.
- Programmed the robot in C. Also had a role in the CAD, 3D modeling, and electrical side of creating the robot.
- Won First in Outstanding Achievement in Innovation by devising a way to safely clear an obstacle in an area of the course where GPS was blocked.
- Consistently finished the course in under a minute, six seconds faster than the average.

Education

Columbus, OH **Ohio State University** **Aug 2016 – Dec 2020**

- B.S. in Computer Science & Engineering. GPA: 3.35.

Projects (github.com/deanhaleem)

- **Super Mario Bros Clone – C#, MonoGame** A clone of Level 1-1 from the original Super Mario Bros game.
- **Maze Generation Visualizer – JavaScript, React** App that generates mazes using different algorithms.
- **Find The T! – C#, Unity** 2D mobile game in which the player must find the T amongst shapes that are close to a T.
- **League of Legends Visualization – JavaScript, Sigma.js** A network visualization of professional North American and Korean League of Legends.

Skills

- C#, C++, Java, HTML & CSS, Unity, Bootstrap.
- Agile, Design patterns, Jira, Confluence, Git, Svn.